

## DESIGN RATIONALE: FIT2099 SSB ASSIGNMENT 1

**GROUP NAME** JAVAPLUSPLUS

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This document relays the design rationale and thought process for the tasks that were assigned.

### 1. Leave Affordance

Because none of the other classes can perform this type of affordance and each actor can perform the 'Leave action', having it as a subclass of HpAffordance will increase reusability, maintainability and reduce dependency as it will perform the action in its own module.

If an actor is holding an item (ring, wand, dagger, sword), the actor has the option of 'leaving' the item in the actor's current location. This action consumes one turn.

The Leave class is a subclass of HPAffordance that depends on:

- MessageRender to display a message to the user, a form of player feedback.
- HPEntetityInterface as it deals with entities and therefore the item needs to be managed by EntityManager. An HP item would not exist without the other.
- HPActor as actors are the ones who initiate the action.
- HPAction as to check if the action can be performed (an actor cannot give an item to an actor holding an item).

### 2. Give Affordance

Just as leave, each actor can perform the give action, having it as a subclass of HpAffordance will increase reusability, maintainability and reduce dependency as it will perform the action in its own module.

If an actor is holding an item (ring, wand, dagger, sword), the actor has the option of 'giving' the item to another actor if and only if both actors are in the same location and both are from the same team. In addition, the item can be rejected by the receiver, if so, it will stay with the actor that tried to 'give' it, this action consumes one turn.

The Give class is a subclass of HPAffordance that depends on:

- MessageRender to display a message to the user, a form of player feedback.
- HPEntetityInterface as it deals with entities and therefore the item needs to be managed by EntityManager.
- HPActor as actors are the ones who initiate the action.
- HPAction as to check if the action can be performed (an actor cannot give an item to an actor holding an item).

### **3. Wand and Spell Implementation**

For a Spell to be Casted, there must be a Wand class and a Cast Action.

Furthermore, Cast may target both entities and actors, which will require further distinction.

#### **3.1 Wand and Cast Class**

A Wand, like a dagger or any other item in the game, can be picked up by any Actor. The existence of a Wand allows an Actor to Cast Spells onto other Actors, or itself.

#### **3.2 Cast and Actor's Known Spells**

Casting a spell requires a new action - Cast. This is different from Attack as it requires a Spell to be an input as well.

It will then execute the Spell's effect if the Actor knows the Spell.

Every actor will have a set of its known Spells.

#### **3.3 Targeting Items**

To allow Spells to be Casted on items, the interface HPEntityInterface is used in Cast and Spell to target both subclasses.

Additional checks must be implemented for individual spells to ensure that the target is the intended class type.

### **4. Potions.**

If an increaseHitPoints method is added to HPEntity, health potions could be implemented as class instances of HPEntity. But since potions are more interesting, e.g. magic, boost attack potions, it was decided that it should be a subclass of HPEntity, it uses some of its functionality, in addition it will have a method increaseHealth.

Potions are used to allow an actor to replenish a random or a certain number of hit points if and only if the actor's health is not full and the actor could use them. Potions cannot increase the actor's health beyond its default health. Furthermore, potions are immediately consumed when an actor moves to the potion's location and do not consume the actor's turn.

### **5. Cast**

Because its functionality behaves like the Attack class i.e. it uses same methods as the Attack class, it will therefore be a subclass of Attack, some methods will be overridden or added as long it doesn't break the contract with attack.

## 6. Dementor

Cannot be an instance of HPActor since it needs extra functionality, HPActor lacks this required functionality, therefore it will be made into a subclass of HPActor and it will override some methods to perform its functionality. It doesn't relate to Patrol class since its movement is random.

## 7. Spells enum class

An enum type is used to keep track of each actor's known spells, this is because the spell are predefined constants for each character. Furthermore, when cast is initiated it will need to refer to Spells enum class to perform its functionality.